

An abstract digital graphic featuring a dark background with a complex network of glowing white and light blue lines. These lines form various shapes, including what appears to be a stylized 'S' or a series of connected loops. There are also some rectangular shapes with small circles inside, resembling circuit components or data points. The overall effect is one of dynamic energy and technological sophistication.

Michael Plank, MSc

Simultaneous Development of a Web-Desktop Application

POWER ⚡ FLASHER
Solutions



About



Me

- Michael Plank, MSc
- FDT Evangelist, Software Developer

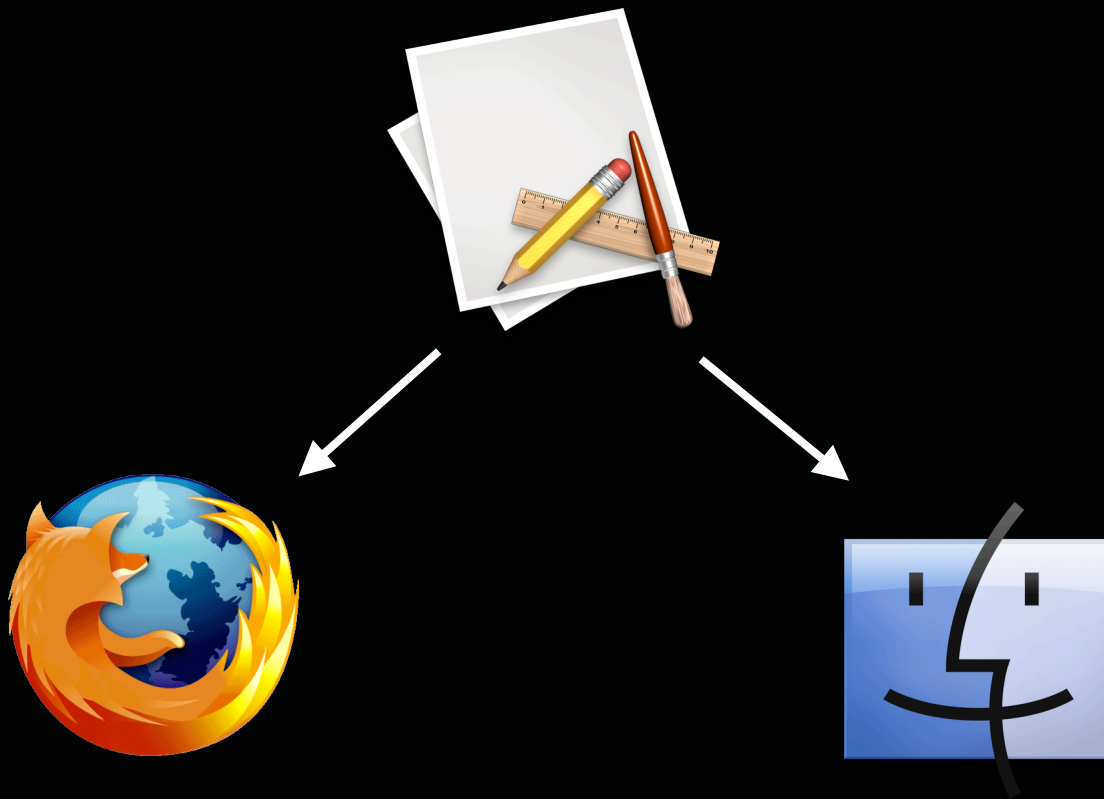


Company

- Powerflasher GmbH, Germany
- Agency, Solutions, Labs

Workflow

- Develop one project for the Web and Desktop simultaneously



Agenda

- Requirements
- Players
- Application Design
- Software Design
- Building with ANT

Requirements

- Provide one application for Web and Desktop
- Simultaneous development
- Fast, convenient workflow

Requirements

- Provide one application for Web and Desktop
- Simultaneous development
- Fast, convenient workflow

Web Version:



Flash Player

Desktop Version:



AIR Application

Requirements

- Provide one application for Web and Desktop
- Simultaneous development
- Fast, convenient workflow

Web Version:



Flash Player

Desktop Version:



AIR Application

- ▶ AIR Features
- ▶ No internet connection necessary



Approaches

- 2 separate projects
- 2 separate projects + library project
- 1 project

Approaches

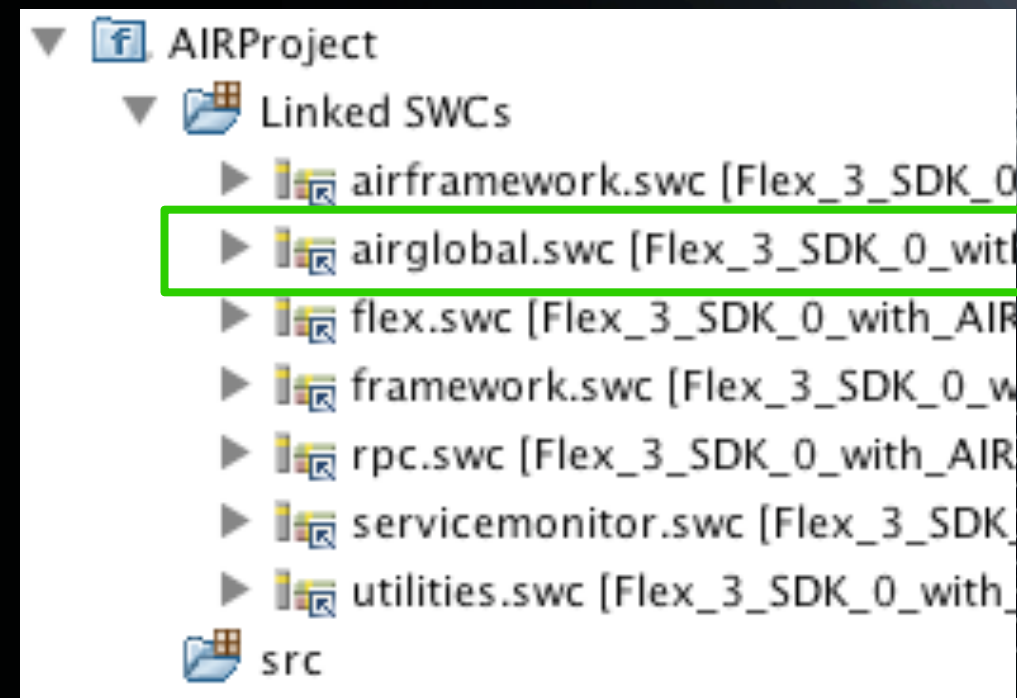
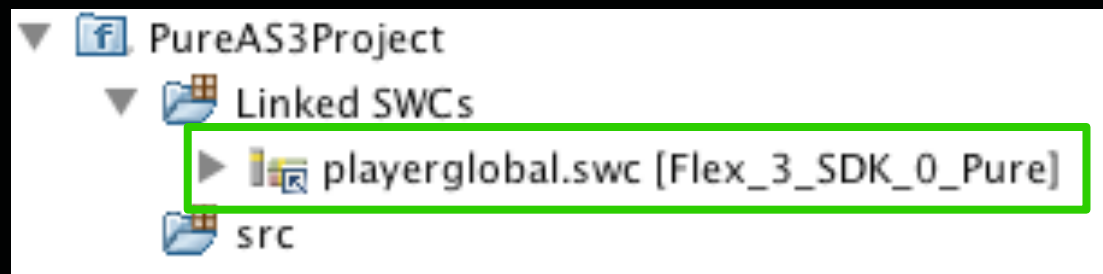
- ✗ 2 separate projects
- ✗ 2 separate projects + library project
- ✓ 1 project

Players

	 Web	 Desktop
Release	Flash Player	AIR Runtime
Debug	Debug Flash Player	ADL (AIR Debug Launcher)

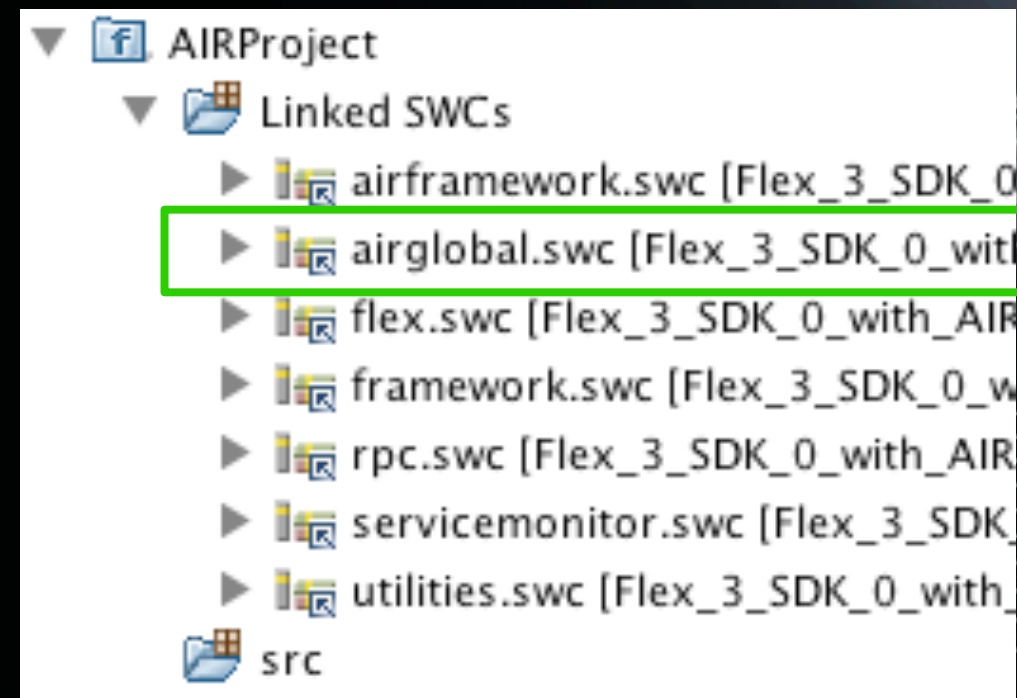
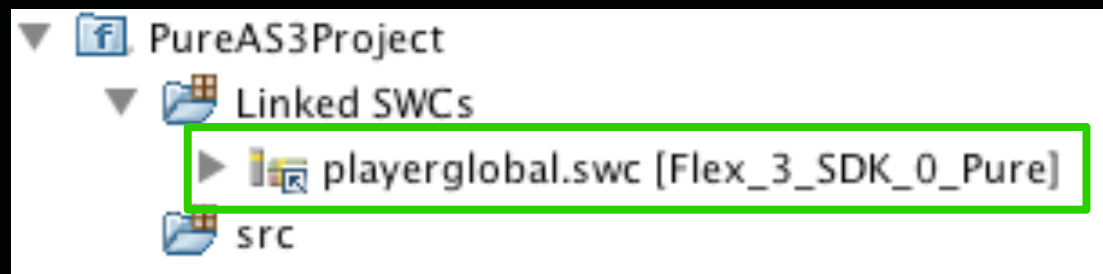
Core SWCs

■ Core classes located in SWCs



Core SWCs

■ Core classes located in SWCs



■ Core classes embedded in Player

Compilation

Web Project



 **playerglobal.swc**

 **Custom Classes**

Compilation

Web Project



 **playerglobal.swc**

 **Custom Classes**

mxmhc ↓



SWF

Compilation

Web Project



 **playerglobal.swc**

 **Custom Classes**

mxmhc ↓



SWF



Flash Player

Compilation

Web Project



 **playerglobal.swc**

 **Custom Classes**

mxmclc ↓

 **SWF**



 **Flash Player**



Desktop Project

 **airglobal.swc**

 **Custom Classes**

↓ mxmclc

 **SWF**



 **ADL**

Compilation

Web Project



 **playerglobal.swc**

 **Custom Classes**

mxmhc ↓



SWF



Flash Player



Desktop Project



airglobal.swc



Custom Classes

↓ mxmhc



SWF



ADL

Compilation

Web Project



 **playerglobal.swc**

 **FP Core Classes**



Desktop Project








airglobal.swc

 **FP Core Classes**

 **AIR Core Classes**

Packages

- Top Level
- adobe.utils
- air.net
- fl.accessibility
- fl.containers
- fl.controls
- fl.controls.dataGridClasses
- fl.controls.listClasses
- fl.controls.progressBarClasses
- fl.core


- Exponential
- ExternalInterface
- Fade
- File 
- FileFilter
- FileListEvent 
- FileMode 
- FileReference
- FileReferenceList
- FileStream 
- FLVPlayback
- FLVPlaybackCaptioning
- Fly
- FocusDirection 
- FocusEvent
- FocusManager
- Font
- FontStyle

ActionScript 3.0 Language and Components Reference

[All Packages](#) | [All Classes](#) | [Language Elements](#) | [Index](#) | [Appendixes](#) | [Conventions](#) | [No Frames](#)

Overview of the ActionScript 3.0 Language and Components Reference

The ActionScript 3.0 Language Reference is a reference manual for the application programming interfaces (APIs) for Flash[®] Player and Adobe AIR[®].

This version includes new ActionScript classes, methods, and properties that support the Adobe AIR runtime environment. Where possible, new AIR-specific items have been indicated by this small icon next to their names: .

This manual provides information on the syntax and usage of supported elements in the ActionScript language. It includes the following sections:

- Language elements, such as globals, operators, statements, keywords, directives, and special types
- Packages
- Alphabetical entries for class elements
- An index containing all entries
- An appendix that compares some key language and API changes from ActionScript 2.0 to ActionScript 3.0
- An appendix that describes the SQL syntax for use with local databases in AIR 1.0
- Appendixes of errors and warnings with annotations

This reference is available in several forms, including the Help Panel within your authoring tool, and [LiveDocs](#). It is intended to be used with other instructional media, such as the Programming ActionScript 3.0 guide, and resources on the Adobe website, such as the [ActionScript Topic](#)

Compilation

Web Project



 **playerglobal.swc**

 **FP Core Classes**



Desktop Project



airglobal.swc

 **FP Core Classes**

 **AIR Core Classes**

Compilation

Web Project



 **playerglobal.swc**

 **FP Core Classes**



Desktop Project



airglobal.swc



FP Core Classes



~~**AIR Core Classes**~~



Custom Classes

Compilation

Web Project



 `playerglobal.swc`

 **FP Core Classes**



Desktop Project



`airglobal.swc`



FP Core Classes



~~**AIR Core Classes**~~



Custom Classes



SWF



Flash Player

Compilation

Web Project



 **playerglobal.swc**

 **FP Core Classes**



Desktop Project



airglobal.swc



FP Core Classes



~~**AIR Core Classes**~~



Custom Classes



SWF



Flash Player

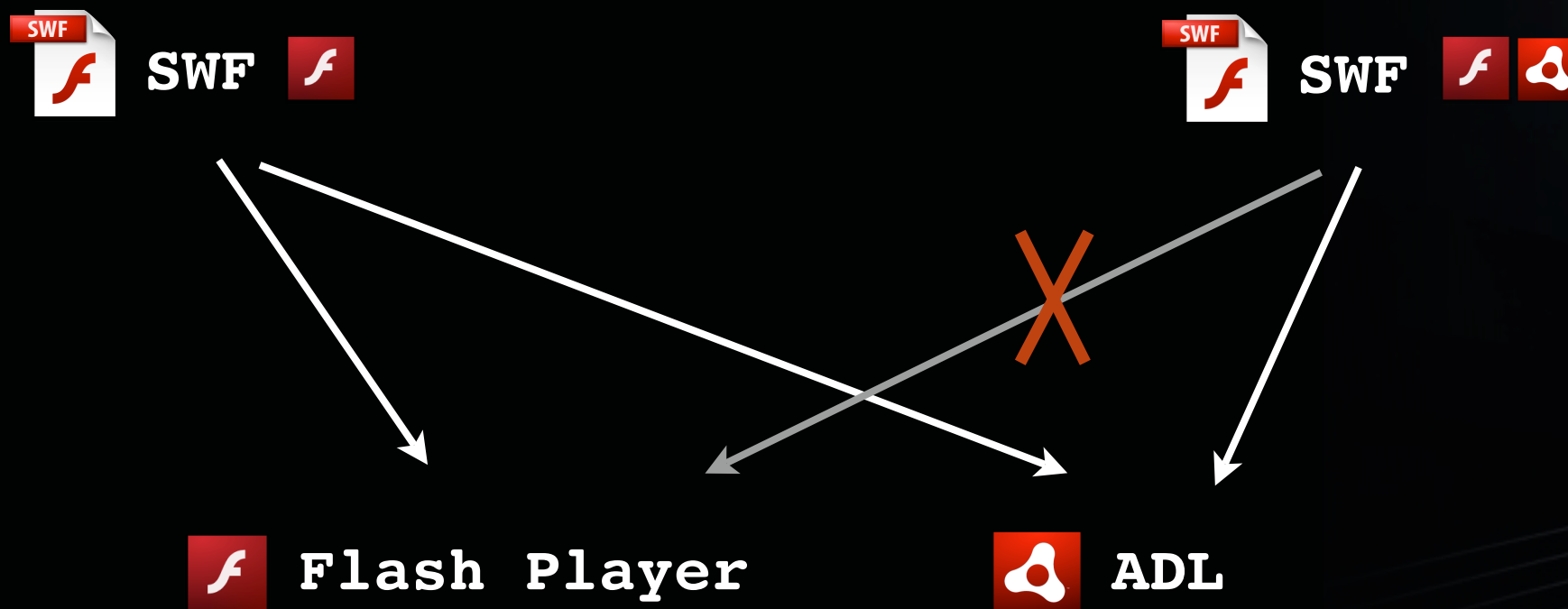


ADL

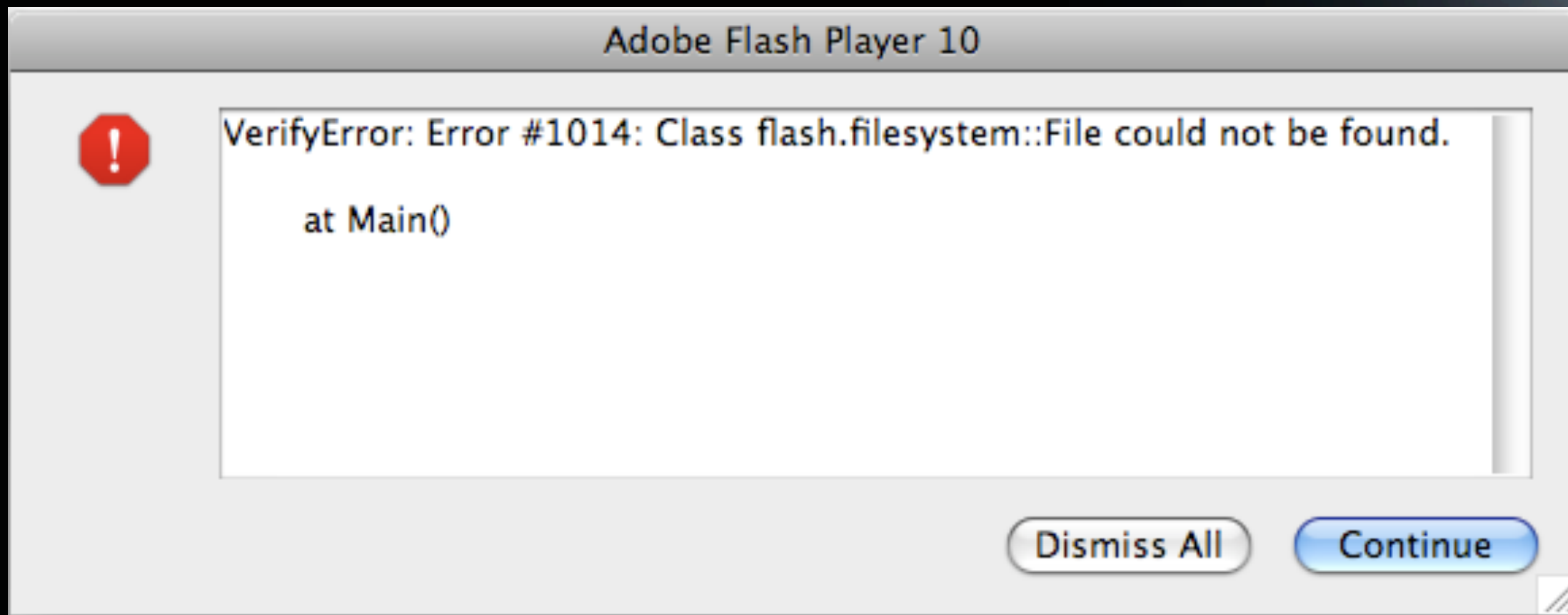
SWFs and Players



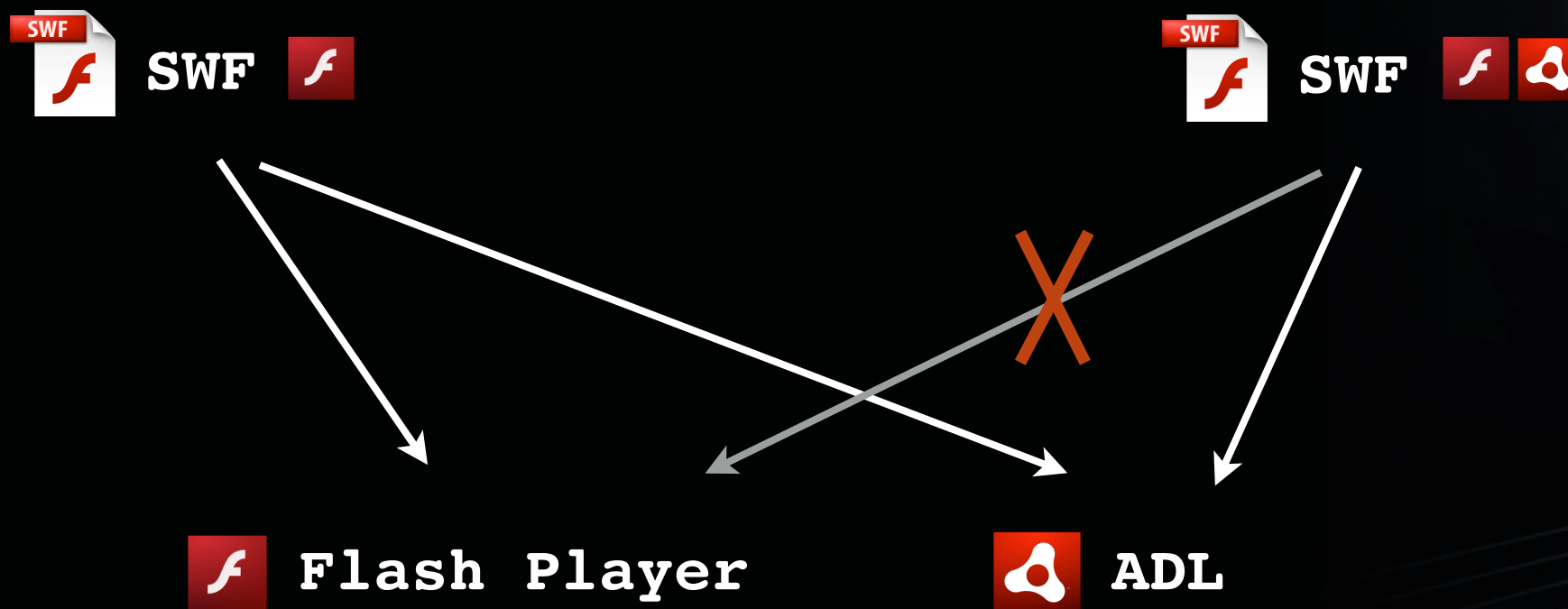
SWFs and Players



SWFs and Players



SWFs and Players



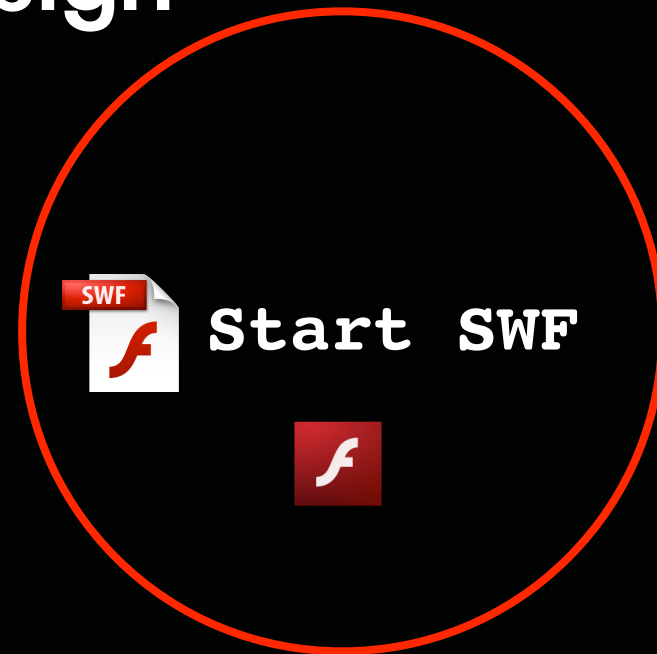
Implementation

- if / else
- Conditional Compilation
- SWF Modules

Implementation

- if / else
- Conditional Compilation
- ✓ ■ SWF Modules

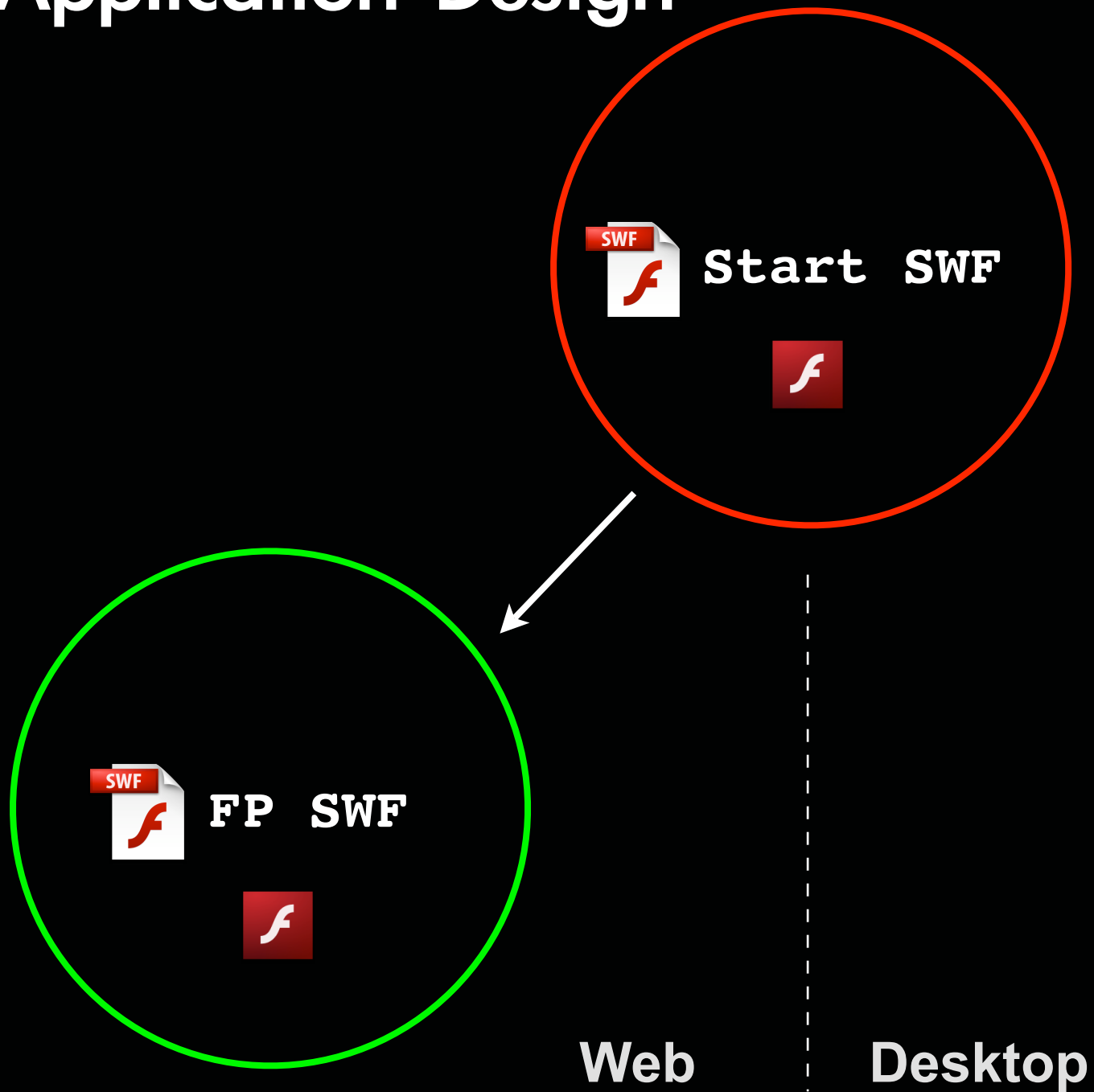
Application Design



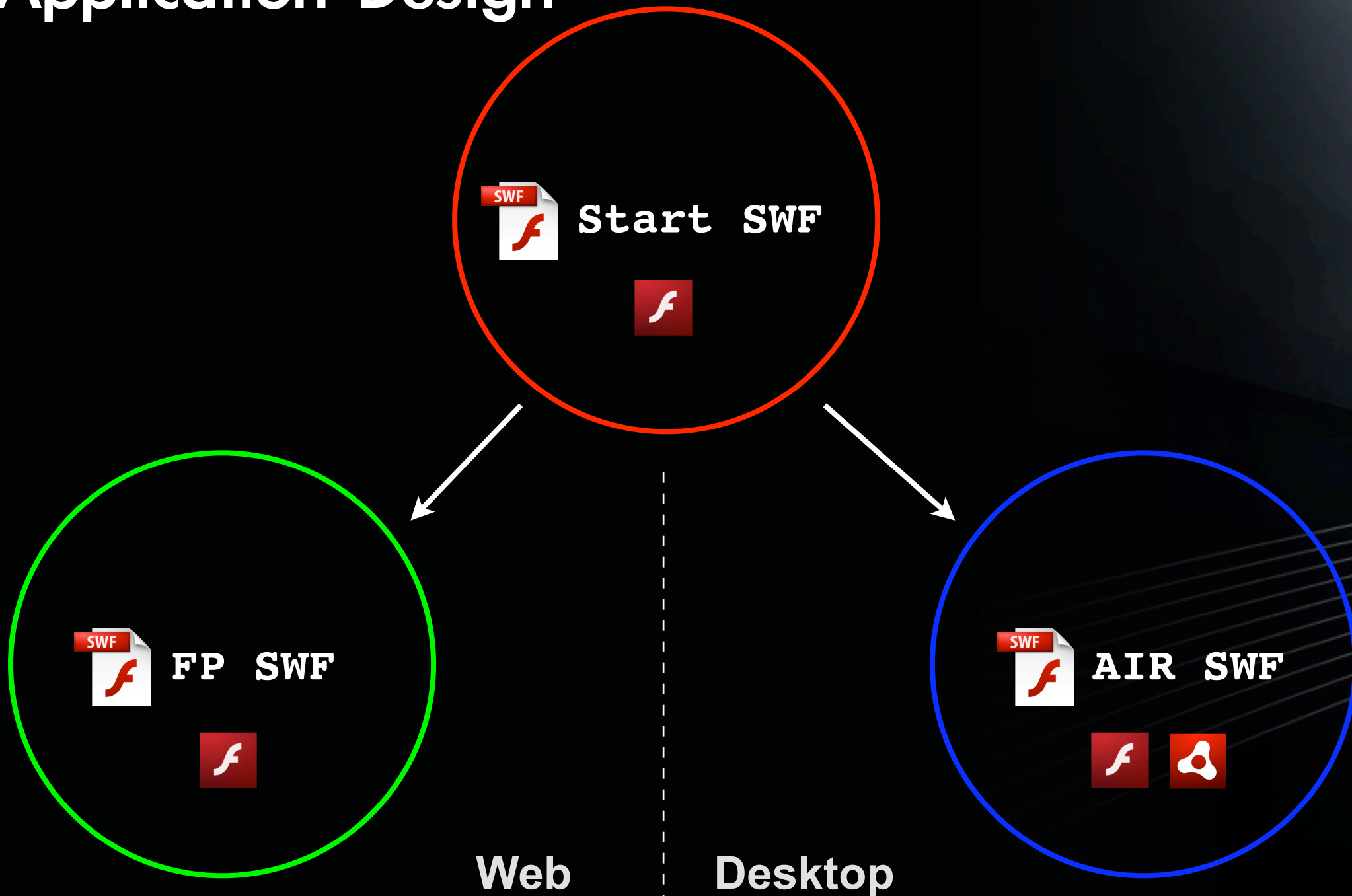
Web

Desktop

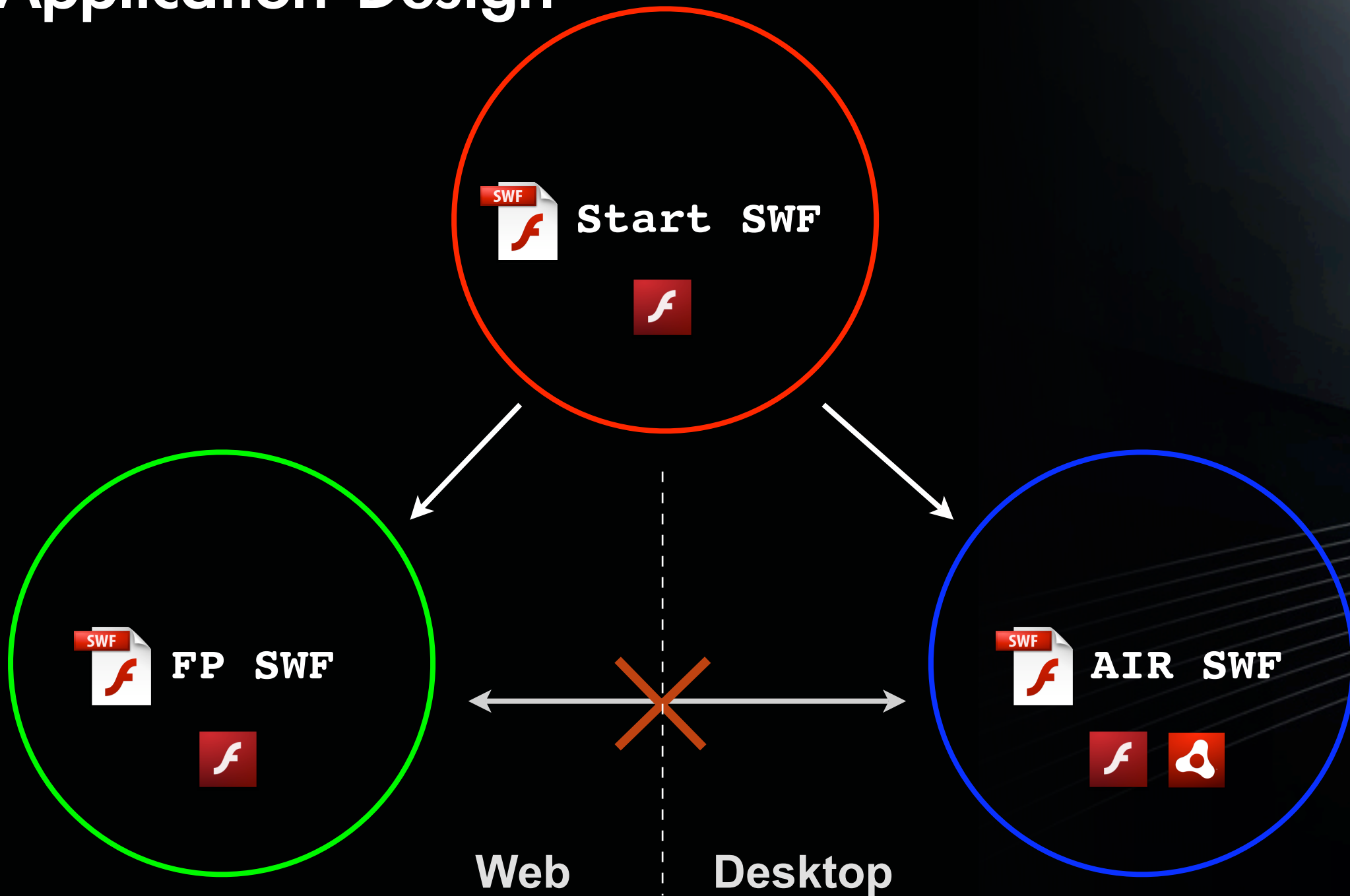
Application Design



Application Design



Application Design



Example Project

Load XML File

 **Web version**

 **Desktop version**

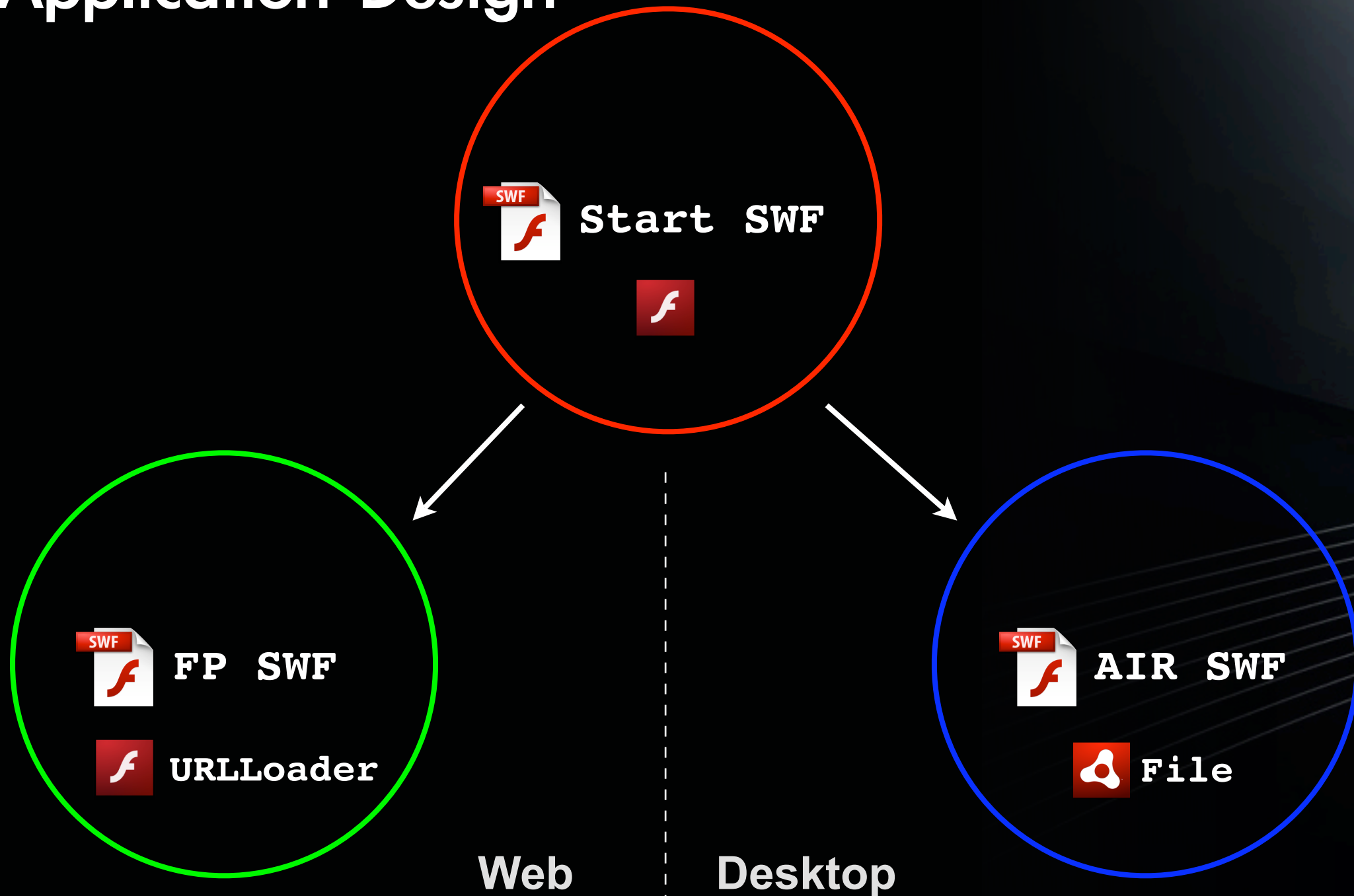
Example Project

Load XML File

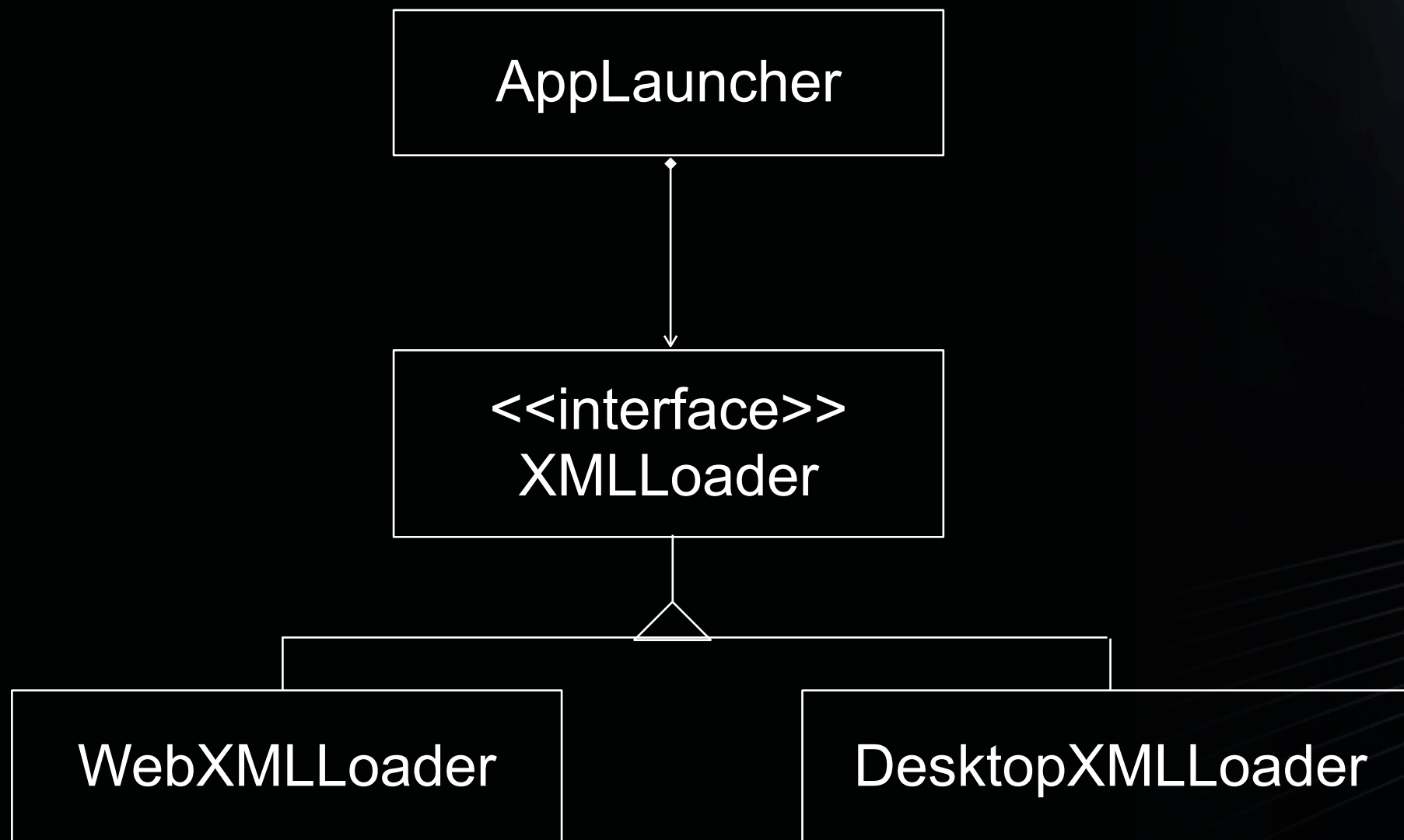
● **Web version** →  **URLLoader (asynchronous)**

● **Desktop version** →  **File (synchronous)**

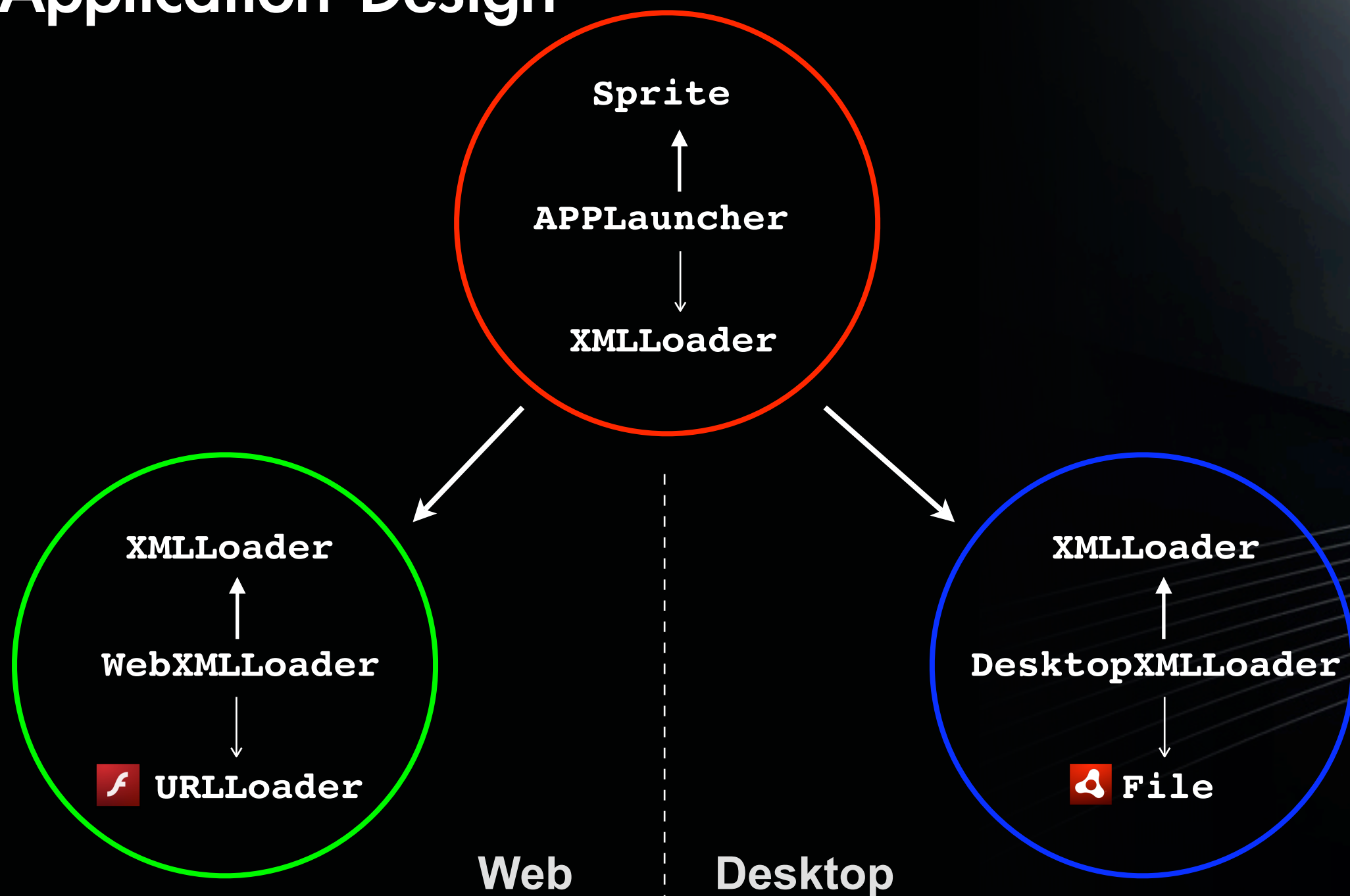
Application Design



Software Design



Application Design



Example Demo

Summary

- airglobal.swc for FP projects
- Platform specific SWF modules
- Application Design
- Software Design
 - Strategy, Abstract Factory
- Build with ANT

Thank you



Michael_Plank



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